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NHL 98

EA SPORTS

INSTRUCTION BOOKLET

KIDS TO ADULTS

ESRB

SUPER NINTENDO ENTERTAINMENT SYSTEM

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For more info about this and other titles, check out EA SPORTS™ on the web at **www.easports.com**.

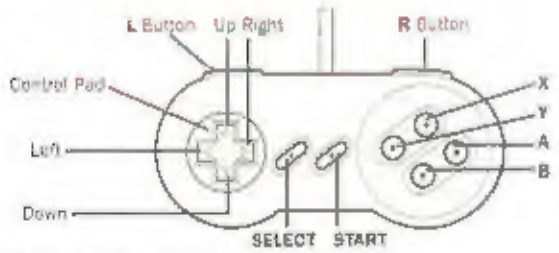
STARTING THE GAME

1. Turn OFF the power switch on your Super Nintendo Entertainment System®.

   WARNING: Never try to insert or remove a game pak when the power is ON.

2. Make sure a Controller is plugged into the controller socket 1 on the Super NES®.
3. If you're playing against a friend, plug the other Controller into controller socket 2.
4. Insert the *NHL® 98* game pak into the slot on the Super NES. Press firmly to lock the game pak in place.
5. Turn ON the power switch. The EA SPORTS logo appears. If you don't see it, begin again at step 1.

COMMAND SUMMARY



MENU SCREENS

ACTION	COMMAND
Highlight menu item	Control Pad ↑↓
Cycle through choices	Control Pad ←→
Accept; Continue	**START** or **B**

FACEOFFS

Select direction to pass	Control Pad toward teammate
Take the draw	**B**

ON OFFENSE

Dump the puck	Tap **Y**
Pass	**B** + Control Pad
Give & Go	**B** then **Y**
One-timer pass	**B** then **Y** + Control Pad
Wrist shot	Tap **A**
Slap shot	Hold **A**
One-timer shot	**B** then **A** + Control Pad
Spin-o-Rama	**R**
Sudden stop	**L**

IN THE ATTACK ZONE

Fake shot	**Y**
Drop pass	**X** + Control Pad behind you

ON DEFENSE

ACTION	COMMAND
Hold: Hook	**Y**
Hit the ice to block shot	**L** or **R**
Control defensive player closest to the puck	**B**
Poke check; Trip	**B** when closest to puck
Speed up: Body check	**A**

GOALTENDING

MANUAL CONTROL

Take control of goalie	Hold **X**
Position goalie	Control Pad in any direction
Dive	**Y** or **X** + Control Pad
Poke check	**B** when closest to puck
Save attempt	**A**

FOLLOWING A SAVE (AUTO OR MANUAL CONTROL)

Flip puck out of zone	**Y** + Control Pad
Pass; Clear along boards	**B** + Control Pad
Cover up to draw faceoff	No Button

INTRODUCTION

The opposition breaks out of its zone and forges an attack across your blue line.

Your right defender picks up a check on the puck handler, funnels him toward the boards, and sends him hard to the ice. Make a quick sweep for the loose puck, then skate it behind your net to start the play.

Handle the puck to the high slot. When your winger calls for it, place the biscuit right on his tape. Skate up ice and head-man the puck to your center, straddling the blue line.

Carry the puck into the Attack zone, keeping an eye out for your teammate breaking to the crease. Make the pass. Get your stick up, and use a precise angle to dink it through the five hole.

Welcome to Hockeytown!

***NHL 98* Features:**

- ✔ Three skill levels—Novice, Intermediate, and Expert
- ✔ Enhanced computer AI and coaching strategies
- ✔ Player hot and cold streaks
- ✔ Game announcer and referee audio
- ✔ Updated team rosters and player ratings
- ✔ New penalties including 2-line pass violations
- ✔ Improved crowd chants
- ✔ New player moves including hip checks
- ✔ Computer generated All-Star team in Season mode

MAIN MENU

To choose a game mode, Control Pad ↕ to highlight it, then press **START**.

EXHIBITION	A one-game competition. Play with your friends or test your hockey skills against a computer-controlled opponent.
SEASON	Play through an entire NHL season, complete with best-of-7 playoff series and season-end awards ceremony.
PRACTICE	Design plays and run your favorite team through drills in real game situations.
SKILL CHALLENGE	Work on your skills in four fundamental hockey drills. ➤*Skill Challenge*, p. 25.
SHOOT OUT	Practice your penalty shots in a five-round contest. ➤*Shoot Out*, p. 27.

EXHIBITION MODE

- To begin an Exhibition game, choose EXHIBITION from the Main menu. The Exhibition Setup screen appears.

EXHIBITION SETUP SCREEN

- To adjust options, Control Pad ↕ to highlight an item, then Control Pad ↔ to cycle choices.
- To continue, press **B**. The Team Select screen appears

NOTE: Any changes you make to Main menu options are saved in memory as new defaults.

NOTE: Default settings in this manual appear in **bold** type.

SKILL LEVEL

NOVICE — Computer-controlled players skate and react more slowly.

INTERMEDIATE — Computer skaters play to their ability but never rise to a championship level of play.

EXPERT — The skating is quick, the body checks are lethal, and the passes are right on the tape.

PERIOD LENGTH

5/10/**20** MINUTES — Set the length of each period. The NHL plays 20 minute periods.

- Overtime periods following Exhibition and Season games are five minutes.

GOALIES

MANUAL — It's up to you to stop the puck.

AUTOMATIC — The computer goalie automatically attempts saves. After a save, you take over.

USER RECORDS

ON — Keep an ongoing record of your *NHL 98* performance. The Record Holders screen displays user data for up to eight players.

OFF — Play a game without saving records or stats.

PENALTIES

OFF — No penalties. Ideal for a fast-paced game with fewer faceoffs.

ON — The Referee calls the game just as he would in an actual NHL game.

NO OFFSIDES — The Referee calls all penalties except offside violations.

LINE CHANGES

OFF — Your best line remains on the ice for the entire game. Players never tire.

AUTOMATIC — Lines change automatically at each face-off, before players show signs of fatigue.

ON — You must change your lines to keep your skaters fresh. Players left on the ice too long slow down.

ROSTERS

DEFAULT — Team rosters reflect the 1996-97 NHL season.

WITH TRADES — Team rosters reflect your *NHL 98* transactions. ➤ *Transactions* on p. 23.

FIGHTING

ON	Aggressive players may answer a big hit by squaring off against one another.
OFF	No matter how physical the action gets, players keep their gloves on at all times.

RANDOM TEAMS

ON	The computer automatically chooses two teams for the next match.
OFF	You get to select the match-up you want to play.

TEAM SELECT

Select the teams you want to match up in the game. You can choose from all 26 NHL teams plus the two All-Star teams.

Control Pad ↕ to scroll through teams.
Control Pad ↔ to switch between teams.

- To accept the match-up, press **START**. The Controller Setup screen appears.

CONTROL SETUP

Move your controller icon under the team you want to control in the game. (An icon appears for each controller connected to your Super NES.)

Icons left in the center of the screen are not active in the game.

- To move your controller icon, Control Pad ↔.
- To accept the setup, press **START**.

MULTIPLAYER GAMES

Up to five players play *NHL 98* competitively or cooperatively with a Multi-Player Adapter connected to your Super NES. Just plug the adapter into Controller Socket 2 on the Super NES, and you're ready to go.

NOTE: The Multi-Player Adapter is not designed for use with the Super NES Super Scope™, the Super NES Mouse™, or Controller Socket 1.

USER ENTRY

If you're playing a game with User Records **ON**, the User Entry screen appears. Choose the name under which you want your statistics saved for the next game.

Control Pad ↕ to highlight a User Name slot, then press **B** to activate and follow the on-screen instructions.

To select a User Name:

1. Highlight the User Name you want, then press **START** to accept. The Today's Game screen appears.

TODAY'S GAME SCREEN

The Today's Game screen displays a summary of the next game, complete with a list of players on hot and cold streaks.

- To exit the Today's Game screen, press **START**. The Scoreboard appears.

SCOREBOARD MENU

The Scoreboard menu appears anytime there's a break in the action. Access Scoreboard menu items to adjust game options, view stats and instant replays, or call a timeout.

To select a menu item, Control Pad ↕ to highlight it, then press **B**.

- To pause the game and call up the Scoreboard menu, press **START**.
- To return to the game, press **START** with any option highlighted.

START GAME

START GAME — Players take their positions at center ice and prepare for the opening faceoff.

EDIT LINES

The default lines are patterned after the real teams. You can edit your team's lines to test the chemistry of different players skating together, or to give your team a new look on the ice.

To edit lines:

1. Control Pad ↔ to choose the line you want.
2. Control Pad ↕ Select a player from the line and press **B**. The Team Roster appears.
   - To scroll Team Roster stats, Control Pad ↔.
3. Select a player from the Team Roster and press **B**. The two players switch positions.
4. Press **START** to return to the Scoreboard menu.

■ When playing with Line Changes OFF, you can only edit your best line.

CHANGE GOALIE

Change your starting goalie, bring in a replacement during the game, or choose NONE to pull him and make room on the ice for an extra skater.

GOALIE CONTROL

You can switch between AUTO and **MANUAL** controlled goalies at any time during a game.

- To toggle control, highlight the current Goalie Control option and press **B**.

TIMEOUT

Each team is allowed to call one timeout per game. Timeouts restore the energy levels of every skater on both teams.

■ When playing with Line Changes OFF players do not lose energy, so timeouts have no effect on the game.

NOTE: The Timeout option appears only during a stoppage in play.

TEAM ROSTER

Compare the players and net minders from each team by *NHL 99* skill ratings and physical size.

- To scroll stats, Control Pad ↔.
- To return to the Scoreboard menu, press **START**.

COACHING

Assign different strategies to different lines to affect the style of gameplay.

- To return to the Scoreboard menu, press **START**.

SCORE SUMMARY

Review the game situations surrounding each goal: Period, Time, Team, Goal Scored By/Assisted By, and Power Play/Short Handed.

PENALTIES

Take a look back at the penalties called during the match.

RECORD HOLDERS

When playing with User Records **ON**, you have the opportunity to set and break All Time Records.

The All Time Records screen ranks the top four users according to their cumulative win/loss/tie records, and lists record holders.

OTHER SCORES (SEASON MODE ONLY)

During a season, it's crucial to keep tabs on the competition and their respective contests, especially late in the season when playoff berths are at stake.

GAME STATS

See how the teams performed head-to-head.

PERIOD STATS

Check the number of Shots and Goals by period.

- To toggle Shots and Goals, press **B**.

PLAYER STATS

Compare the players' game stats in five skating and three goaltending categories.

CONTROLLERS

➤*Control Setup* on p. 9.

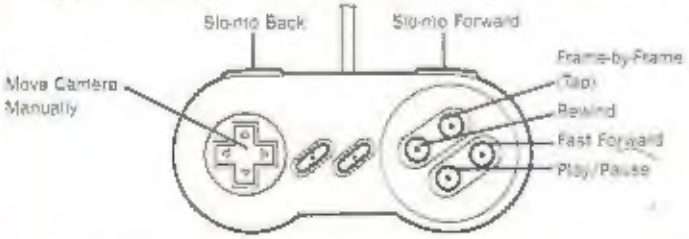
QUIT GAME

Quit the game in progress and return to the Main menu.

INSTANT REPLAY

This option appears when you access the Scoreboard menu after the opening faceoff. Instant Replay lets you slow the action down to focus on specific areas or players.

- To view an instant replay, press **START** immediately after the play and select INSTANT REPLAY from the Scoreboard Menu.



- To follow a single player throughout the play use the Control Pad to place the crosshair over him, then run the replay.

GRASPING THE FUNDAMENTALS

NHL 98 has all the moves, shots, saves, blocks, and checks of the National Hockey League. Master these fundamentals and you'll dominate your opponents!

SKATING

It's not easy to make tight corners and quick stops on ice. You'll have to get a feel for the slickness of the surface and learn the best angles for the most effective checks.

- To skate, Control Pad in the direction you want to go.
- For a speed burst without the puck, press **A**.

On offense:

- To execute a Spin-o-Rama move and blow past the defense, press **R**.
- To carve your blades into the ice for a quick stop, press **L**.

On defense:

- To drop to the ice and block a shot, press **L** or **R**.

STICKHANDLING AND PASSING

Quick, accurate passes and head-manning the puck are the most efficient ways to advance your offense.

To complete a pass:

- Press **B** + Control Pad toward the receiving player.

While the puck is en route you can:

- Press **B** to take control of the pass receiver.
- Press **Y** for a give-and-go back to the passer.

–or–

- Press **Y** + Control Pad for a one-timer pass.

To dump the puck into the Attack zone:

- Press **Y** from anywhere on the ice.

To initiate a drop pass (from the Attack zone):

- Press **X** + Control Pad behind you, then release **X**.

CHECKING

Forcing an opponent to the boards with a hard check is perhaps the best way to cause turnovers resulting in key breakaways.

- For a body check, press **A** to gain speed + Control Pad at an angle toward your opponent.
- To hold or hook, press **Y**.
- To poke check or trip, press **B** when closest to puck.

SHOOTING

The most successful shots for beginners are slap shots from sharp angles, one-timers, and wrist shots off rebounds.

- To take a slap shot, hold **A**. (The longer you hold **A**, the harder the shot.)
- To take a one-timer shot, press **B** + Control Pad to pass to a teammate, then immediately press **A** before the pass is completed.
- To take a wrist shot, tap **A**.
- To fake a shot, tap **Y** while in the Attack zone.

GOALTENDING

You must have the Goalies option set to MANUAL CONTROL in order to attempt saves. If you don't, the goalie automatically polices the crease.

- To control the goaltender while on defense, press **X**.
- To attempt a save, press **A**.
- To dive, press **Y** + Control Pad.
- To poke check, press **B** when closest to puck.

To clear the puck after a save (manual or auto-controlled goalies):

- To flip the puck out of your zone, press **Y**.
- To pass to a teammate or to send the puck out along the boards, press **B** + Control Pad

-or-

- To draw a faceoff, don't press any buttons

LINE CHANGING (LINE CHANGES ON)

Each period begins with your SC1 line (Scoring Line #1) positioned for the faceoff. Before every other faceoff, it's up to you to decide which line takes the draw.

To change lines before a faceoff:

- Press **A**, **B**, or **Y** to select the corresponding line from the Line Change menu.

To change lines "on the fly":

1. When you're handling the puck, press **SELECT**. The Line Change menu appears.
2. Press **A**, **B**, or **Y** to select the corresponding line from the Line Change menu.

■ You only have two lines from which to choose in power play and penalty killing situations.

FIGHTING (FIGHTING ON)

When a player with a high Aggressiveness rating puts a big hit on another aggressive player, there's a chance they'll fight.

Fighting can be avoided. If you choose not to drop your gloves, the ref intervenes and calls Roughing penalties on both parties.

If an opponent squares-off against you:

- Don't press any buttons and avoid the brawl.

-or-

- Press **A**, **B**, or **Y** to drop your gloves.

When the gloves come off:

- To throw a punch to the head, press **Y**.
- To send an uppercut to the body, press **B**.
- To grab your opponent's jersey, press **A**.
- To skate forward and back, Control Pad ↑ ↓.
- To block, Control Pad away from your opponent.

SEASON MODE

Take your favorite team through a full 84-game NHL season. *NHL 98* compiles complete stats throughout the Season.

Following regular season play, the top eight teams from each conference continue on with post season play, culminating in the Stanley Cup finals.

- To begin a Season, choose EXHIBITION from the Main menu. The Choose Season screen appears.

CHOOSE SEASON SCREEN

NHL 98 can save two seasons in progress. At the Choose Season screen, you select a memory slot for your Season data.

- To choose a memory slot, highlight it and press **B**. The League menu appears.

LEAGUE MENU

- To choose a League menu option, Control Pad ↕ to highlight the option, then press **B**
- To cancel an option and return to the League menu, press **X** from the option screen
- To return to Main menu from the League menu, press **X**

GAMES TODAY

If you're ready to start your Season, this is where you need to be. Preview the entire season and select the games you want to play.

To preview the Season's match-ups

1. Control Pad ↕ to scroll the match-ups for the current date
2. Control Pad ↔ to scroll the season day-by-day

To mark games you want to play:

1. Control Pad ↕ to select a match-up, then press **B** to mark it. If you change your mind, press **B** again
2. When you've selected the match-ups you want, press **START**. The Control Setup appears for the first game
   - The computer simulates unmarked games preceding your selected match-up. Please Wait appears on the screen during this process
3. Set up your controllers and head down to the ice just like in an Exhibition game. ➤*Control Setup* on p. 9.

NHL STANDINGS

Check win/loss/tie records and point totals for every team in the league. As your Season approaches the homestretch, find out who's headed for the Playoffs.

GAME OPTIONS

Set the options for the upcoming season's games as you would from the Exhibition Setup screen. ➤*Exhibition Setup Screen* on p. 6.

PLAYOFFS	Choose [illegible] SINGLE GAME for one-game elimination, or MULTI-GAME for best-of-7 series

TEAM ROSTERS

See how your players stack up against one another using [illegible] 7 [illegible] and NHL 98 Season [illegible] injured, their recovery time appears.

PLAYER STATS

NHL 98 [illegible] game stats for every [illegible] the league throughout the entire Season.

LEAGUE LEADERS

See how your [illegible] players and goalies stack up against the competition in [illegible] categories. Every player [illegible] game is listed, from best to worst.

TRANSACTIONS

Trade, release, create, and sign players [illegible] your team's competitive edge. ➤*Transactions*, p. 23.

PLAY UNTIL A DAY

If you don't want to play every game, you can simulate a few games (or a few months worth of games).

- Follow the on-screen instructions to play until a day

END SEASON

Bypass the remainder of your regular games and advance to the first round of the Playoffs.

- Playoff berths are awarded to the top eight teams at the time you select END SEASON.

THE PLAYOFFS

Whether you play through the entire Season or select END SEASON, the post-season follows regular-season play.

- To begin the Playoffs, choose GAMES TODAY from the League menu. The Playoff Tree appears.

PLAYOFF TREE

At the Playoff Tree, you can select the post-season games you want to play.

- To select a match, D-Button to it, then press **B**. A highlight appears.
- To begin a highlighted match, D-Button to it, then press **START**. The Control Setup appears.
- Set up your controllers and head down to the ice just like in an Exhibition game. ➤*Control Setup* on p. 9.

TIP *NHL 98* simulates all non-selected matches for the current round, so highlight all the matches you want to play before beginning your first game.

TRANSACTIONS

Trade and sign players to solidify your roster. You can also create players and insert them into the Free Agent pool.

NOTE: If a team involved in a transaction already carries a full roster, you'll have to release players before making multiple-player trades and signing free agents.

TRADE PLAYERS

You can include up to three players per team in a single transaction.

NHL 98 has the final word on all trades. Any attempt to stack teams is met with a swift rejection.

To trade players:

1. Highlight the players you want to trade, then press **B** to select. Press **B** again to deselect players if you change your mind.)
2. To activate the team at the bottom of the screen, press **Y**.
3. Select the players you want to trade for, then press **START** to evaluate the trade or press **X** to cancel.

SIGN FREE AGENTS

The Free Agent pool is made up of all unassigned players—newly created players and those existing players who have been released from their teams.

- Each team's roster may carry a maximum of 27 players with no more than three goalies.

RELEASE PLAYERS

Release players from your team's roster to make room for free agents with better skills and ratings.

- Each team's roster must carry a minimum of 17 players, including two goalies.

CREATE PLAYERS

You can create up to 20 new players and add them to the Free Agent pool.

To create players:

1. Highlight the first letter in the player's name, then press **B** to enter. Repeat until the name is complete.
2. To accept the name, press **START**.
   - To go back a space, press **Y**; to cancel, press **X**.
3. Control Pad ↕ to confirm the player's name, then press **B** to continue. The player's physical attributes appear.

To adjust the new player's attributes:

1. Control Pad ↕ to highlight an attribute, then Control Pad ↔ to cycle through options.
2. Press **START** to accept. The Player Rating screen appears.

■ New players begin with a skill rating of 40 in each rating category, along with 360 additional rating points for you to distribute as you see fit.

To edit the new player's skill ratings:

1. Control Pad ↕ to highlight a skill rating.
2. Control Pad ↔ to increase/decrease the rating points (40–100). The computer automatically adjusts the player's overall rating.
3. Press **START** to accept and the newly created player will be added to the Free Agent pool.

NOTE: Once you add a created player to the Free Agent pool, you cannot edit his attributes or ratings.

- To delete a created player, start a new season. When prompted to reset rosters, choose YES.

PRACTICE MODE

Practice mode lets you face opposing teams in real game situations. Take advantage of this opportunity to work on passing, shooting and other fundamentals of the game.

To enter practice mode:

1. From the Main menu, choose PRACTICE as your Game mode. The Practice Setup screen appears.

PRACTICE SETUP SCREEN

Set the options for the upcoming Practice session as you would for the Exhibition Setup screen. ➤*Exhibition Setup Screen* on p. 6

VISITOR PLAYERS	Choose the number of players you want on the ice for the visiting team: 0–5
HOME PLAYERS	Choose the number of players you want on the ice for the home team: 0–5

SKILL CHALLENGE

Skating, shooting, and goaltending are essential to your *NHL 98* success, and each is addressed in the Skill Challenge. In addition to developing the skills you need to become and *NHL 98* All-Star, these drills introduce four new ways to ice the competition.

To begin a Skill Challenge:

1. From the Main menu, choose SKILL CHALLENGE as your Game mode. The Skill Challenge screen appears.
2. Control Pad ↕ to highlight an event, then press **B** to select. The Team Select screen appears.
3. Control Pad ↕ to select the team you want, then press **START** to continue. The Scoreboard menu appears.

■ For Scoreboard menu details, ➤*Scoreboard Menu* on p. 11

PUCK CONTROL

You have four minutes to maneuver three stickhandlers through a seven-pylon slalom course.

When the drill begins, direct the first skater up ice and gain control of the puck, then follow the arrow around the first pylon. Each pylon you successfully pass changes color. After you cross the blue line, take the next skater through the circuit.

PUCK BLAST

The Puck Blast is an all-out power contest. Record your fastest slap shot with each of three players.

Each skater gets three attempts at the Puck Blast. To begin, skate the first player toward the puck and press **C** to shoot. Timing is everything in the Puck Blast. After three shots, the next player lines up.

EA TIP Skaters may swing only once per attempt. If you fan your shot, you've wasted an attempt.

RAPID FIRE

A goaltending drill. Two shooters send ten pucks toward your net. Stop as many shots as you can.

When the Rapid Fire drill starts, you are positioned in the crease, facing a shooter in each faceoff circle. The shooters take turns peppering you with pucks. Quickness is the key to success.

- To make a save attempt, press **C**.
- To dive, press **A** + Control Pad.
- To poke check, skate toward the shooter and press **B**.

ACCURACY SHOOTING

Try to shatter the targets placed in each of the four corners of the goal within a 50 second time limit.

You start out in the center of the slot with two players on either side of the cage ready to pass the puck. As you receive the puck, shoot toward the targets. For best results, try to stay in the center of the slot.

SHOOT OUT

Practice your penalty shot technique by facing opposing goalies in real penalty shot situations. Each team attempts five penalty shots, and the team with the most points wins.

- To begin a Shoot Out, choose SHOOT OUT from the Main menu. The Team Select screen appears.
- Continue just as you would in an Exhibition game.
➤ *Team Select Screen* on p. 8.

OFFSIDE, ICING & BREAKAWAYS

Many penalties called in ice hockey are due to unnecessary force or dangerous (therefore, illegal) contact. Offside and Icing violations can be a bit more difficult to grasp.

OFFSIDE

A play is offside when an offensive skater who is not in possession of the puck precedes the puck across the blue line into the Attack zone.

This violation commonly occurs when:

1. A pass is completed to a player "camping" in the Attack zone.
2. The puck handler skates into the zone before his teammates have cleared out.

If you're in danger of committing an Offside violation, the ref appears on the screen with a hand raised as a warning. Wait for your teammates to circle out of the Attack zone, then move the puck across.

2 LINE PASSES

A two-line pass offside violation is called any time the puck crosses two lines on its way from the pass initiator to the recipient. The resulting face-off takes place at the point where the pass originated.

ICING

An Icing violation is called when an attacking player on his team's side of the center line sends the puck across the opposing team's goal line, but not in the net, and a defensive skater is the first to touch the puck.

Icing is not called when:

1. The opposing team's net minder is the first player to touch the puck.
2. Any attacking skater is the first player to reach the puck.
3. The attacking team is skating short-handed due to a penalty killing situation.

BREAKAWAY

A breakaway is recognized when the offensive player with the puck skates past the defenders in the Attack zone creating a one-on-one situation with the opposing goalie.

A single tone sounds to let you know when a breakaway occurs. A last ditch effort by the defense to "take down" the puck handler from behind results in a penalty shot.

PENALTIES

CHARGING (MINOR: 2 MIN)

Applying a body check after you have taken more than two deliberate strides toward your opponent.

CROSS CHECK (MINOR: 2 MIN)

Hitting your opponent with both hands on your stick and no part of the stick on the ice.

FIGHTING (MAJOR: 5 MINUTES)

A fight is initiated the moment you drop your gloves.

HIGH STICKING (MINOR: 2 MIN)

Carrying your stick above shoulder level when skating toward an opponent.

HOLDING (MINOR: 2 MINUTES)

Using your hands to grab either your opponent or his stick.

HOOKING (MINOR: 2 MINUTES)

Using the blade of your stick to restrain an opponent.

INTERFERENCE (MINOR: 2 MINUTES)

Any contact with your opponent's goalie while he is in possession of the puck and within the crease.

ROUGHING (MINOR: 2 MIN)

A particularly ruthless Charging infraction.

SLASHING (MINOR: 2 MIN)

Using your stick to hit, or attempt to hit, an opposing player.

TRIPPING (MINOR: 2 MINUTES)

Toppling your opponent by means of either your stick, knee, foot, arm, hand, or elbow.

LIMITED WARRANTY

Electronic Arts warrants to the original consumer purchaser that this Game Pak shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ Inc. in behalf of Electronic Arts will repair or replace the Game Pak, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the THQ Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 255-5167. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the THQ Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Game Pak, and return your Game Pak freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Electronic Arts in care of THQ Inc. Consumer Service Department, 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if this product: (a) is used with products not sold or licensed by Nintendo (including, but not limited to, non-licensed game enhancement devices, adapters, and power supply devices); (b) is used for commercial purposes (including rental) or is modified or tampered with; (c) is damaged by negligence, accident, unreasonable use, or by other causes unrelated to defective materials or workmanship; or (d) has had the serial number altered, defaced, or removed.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the Game Pak develops a problem after the 90 day warranty period, you may contact the THQ Inc. Consumer Service Department at the phone number noted. If the THQ Inc. service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective Game Pak. Send the defective Game Pak, along with $30.00, freight prepaid to THQ Inc.. If replacement Game Paks are not available, the defective Game Pak will be returned and the $30.00 payment refundable.

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